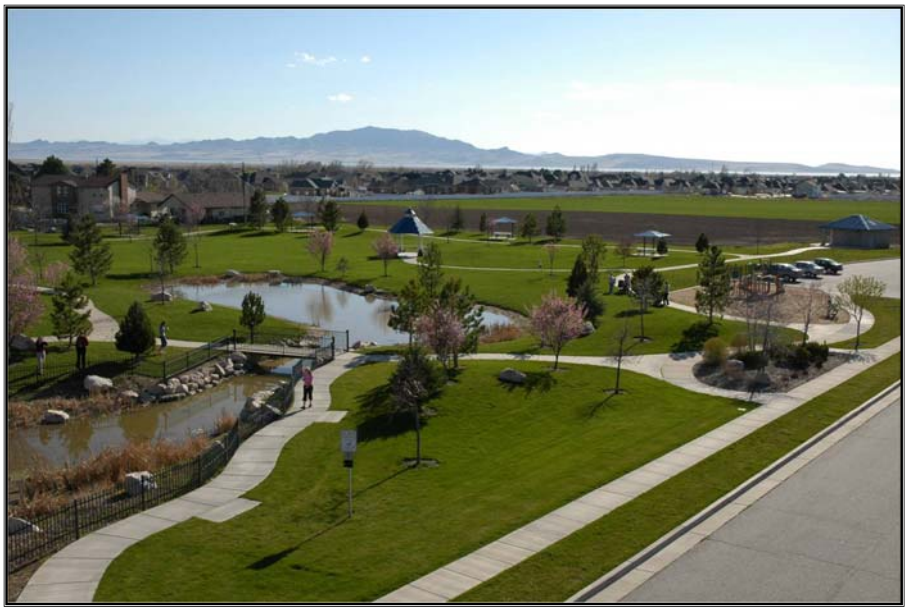
SYRACUSE CITY

PARK DEVLOPMENT



CAPITAL FACILITY PLAN

DRAFT

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February 2009

SYRACUSE CITY

PARK DEVELOPMENT

ENACTMENT

DRAFT

Rick A. Hansen, S.E.
Project Engineer

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February 2009

ACKNOWLEDGMENTS

Successful completion of this study was made possible through the cooperation and assistance of the Syracuse City Staff, as shown below. We sincerely appreciate the cooperation and assistance provided by these individuals.

Syracuse City

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SYRACUSE CITY

PARK DEVELOPMENT IMPROVEMENTS

EXECUTIVE SUMMARY

After review of the National Parks standards and the amount of land required for the desired amenities in Syracuse, it has been established that the acreage required is to be based on population of the City rather than the developed land. The new park requirement is to have **7.2 acres per 1,000 residents**. This will allow the City to maintain the desired facilities and provide for future of park space within the City.

The estimated growth within the City in the next twenty four years from 2008 through 2030 will result in the development of approximately 2,092 net acres to reach build out. The cost of the required capital improvement projects identified in the Capital Facility Plan is **$11,099,914.**

Syracuse City has existing trails and an urban fishery that all residents benefit from. As all residents benefit from this, the future residents will buy into those improvements. The total cost improvements for the trails and the urban fishery is 4,118,524.71. New growth is anticipated to account for 38% of the total population at build-out. Therefore the new growth will pay 38% of the total cost or **$1,561,357.**

SYRACUSE CITY

PARK DEVELOPMENT IMPROVEMENTS
CAPITAL FACILITY PLAN

INTRODUCTION

The purpose of this report is to provide a Capital Facility Plan for the City of Syracuse, updating the City's Parks and recreation Impact Fees to meet the cost of improvements required due to anticipated future growth within the City. This plan consists of the following (1) a projection of growth that will occur during the planning period, (2) an analysis of current and future parks and recreation system, and (3) a determination of the additional parks and recreation facilities that will be required. The Capital Facility Plan will conclude with a calculation of the costs to construct the proposed facilities. These costs are then used in the subsequent Impact Fee Determination Report to calculate the impact fee required to pay for the cost of said facilities..

The improvements presented in this report are required to provide the same Level of Service for future development as existing developments have currently. The Capital Facility Improvements presented in this report are required only for future growth and do not include improvements to the system for the existing population.

IMPACT FEE

Syracuse City's parks and recreation impact fees are to be established in a manner consistent with Utah statutory guidelines and are intended to finance the improvements identified in the City's Parks and Recreation Facility Plan. An impact fee within the State of Utah is defined as:

> "A one-time charge on new development for the purpose of raising revenue for new or expanded public facilities necessitated by that development."

The Utah State Legislature established Senate Bill 4, effective 1 July, 1995, concerning the methodology to be used in constructing impact fees. The Bill, embodied in Title 11, Chapter 35 of the Utah Code, solidified local government's authority to impose impact fees in their jurisdictions by regulating those fees within their individual boundaries. However, it also mandates procedural requirements for local governments to follow when establishing and collecting an impact fee.

The purpose of an impact fee is to equitably apportion the cost of constructing capital facilities required by new development, so that existing customers (residences) are not caused to subsidize the construction of the new infrastructure. The methodology is also intended to avoid overcharging new development, a situation which would result if there was a subsidy of existing customers. The impact fee may consider the cost of existing facilities which provide needed capacity for growth, as well as the cost of new expansion projects to accommodate that growth.
This one-time charge is imposed on new development as a condition of service. The fees collected

may only be applied within the system for which they are intended (e.g. Storm Drain impact fees cannot fund Culinary Water or Street improvement projects). Not only can the fee fund new improvements to a system, it can also be charged to recover system improvement costs previously incurred by the City for the benefit of future development for which the City has not previously received compensation from any other individual, group, or Government Agency. This is consistent with the statute in that new development benefits from already-existing capacity paid for by the City. The impact fee calculation must consider several factors:

1. The expected future demand on the system and the requirements that Syracuse's facilities, existing and planned, must meet;

2. The value of Syracuse's existing facilities from which new development benefits;

3. The cost of improving those facilities to increase capacity for development whose demand will exceed the limits of existing facilities; and

4. Any contributions that existing customers and new development have already paid toward the construction and/or improvement of existing and planned facilities.

This analysis has taken into account the statutory guidelines for developing a funding mechanism that will support the future growth of Syracuse City. The study results in an equitable impact fee on future development to pay for the improvements necessary to accommodate the increased demand on the existing facilities and that will require Syracuse to expand facilities in order to meet its future growth needs.

DEMOGRAPHICS

Syracuse City is a community of approximately 25,200 residents, based on a study completed for the *Wasatch Front Regional Council*. The City is located directly on the shore of the Great Salt Lake in Davis County, Utah. Syracuse is bordered on the East by Clearfield City and Layton City, on the south by the Great Salt Lake and on the north by West Point City.

TOPOGRAPHY

As stated above, Syracuse City is located near the eastern shore of the Great Salt Lake. The topography within the City limits of Syracuse City is relatively level and sloping in a southwesterly direction towards the Great Salt Lake. Ground elevation varies approximately 205 feet from an elevation of 4,415 in the northeast corner of the City to an elevation of 4,210 in the southwest. Much of the elevation change is along a bluff that runs northwesterly through the middle of the City along Bluff Road. Slopes are generally greater to the north and east of the Bluff. Land to the south and west of the Bluff is extremely flat.

HISTORY

Settlement of Syracuse began in the late 1800's after the construction of a beach resort on the Great Salt Lake. Farms were homesteaded and a grid of rural roads was constructed to provide access to the farms. Syracuse remained a rural farming community until the 1980's when rural growth of the neighboring communities of Layton and Clearfield spread westward into the City. In the 1990's growth within the City accelerated and the limits of the City expanded to include additional previously unincorporated land. Recent growth within the City has been over ten percent (10%) annually for several years.

Up until the 1980's, Syracuse was primarily a rural community with few City owned park and recreational facilities. Due to the population growth in the 1980's and 1990's, the City has changed from a rural landscape to an urban community. The City anticipated the need for additional parks and recreational facilities and completed a Parks and Recreation Plan in 2001. This Master Plan set the precedent for land acquisition and basic development. The plan also established a basic level of service, 6.0 acres of City lands shall be designated as parks or other open space per 1,000 residents within the population.

Continued rapid population growth within the City along with a desire among residents to set a level of service for amenities within the parks has made essential the need to perform a more detailed analysis of the City's Park and Recreation System to establish the additional improvements required to adequately meet the existing and anticipated level of service expectations.

RECENT POPULATION

In recent years the population of Syracuse has grown substantially from 6,296 people in 1996 to 12,498 people in 2001. The 2007 Census three year estimate states that the there is an average population of 3.85 people per household. The Census also showed that there were a total of 5,012 housing units, showing that there was an occupancy rate of 92.84%.

Table 1 below shows the estimated population and average number of residences yearly from 2001 to 2007. Table 1 also shows the annual population and percent increases for each year, the total population and percent increases, and the average annual population and percent increases from 2001 to 2007. The population has increased by almost four times in the last ten years.

TABLE 1
Historical Population Growth, 2001 to 2007

Item	2001	2002	2003	2004	2005	2006	2007	Growth	Average
Residential Units	3,075	3,627	4,204	4,669	5,152	5,819	6,095		
Population	12,018	14,638	17,258	19,878	22,000	23,068	24,136		
Residential Units Increase	474	552	577	465	483	667	276	3,020	503
Pop. Increase	1,714	1,993	1,083	1,679	1,744	2,408	1,068	12,118	1,663
% Increase	18.26%	17.95%	15.91%	11.06%	10.37%	12.95%	12.95%	123.78%	14.41%

Note: Connections at end of year, from City records. Population estimated.

PLANNING PERIOD

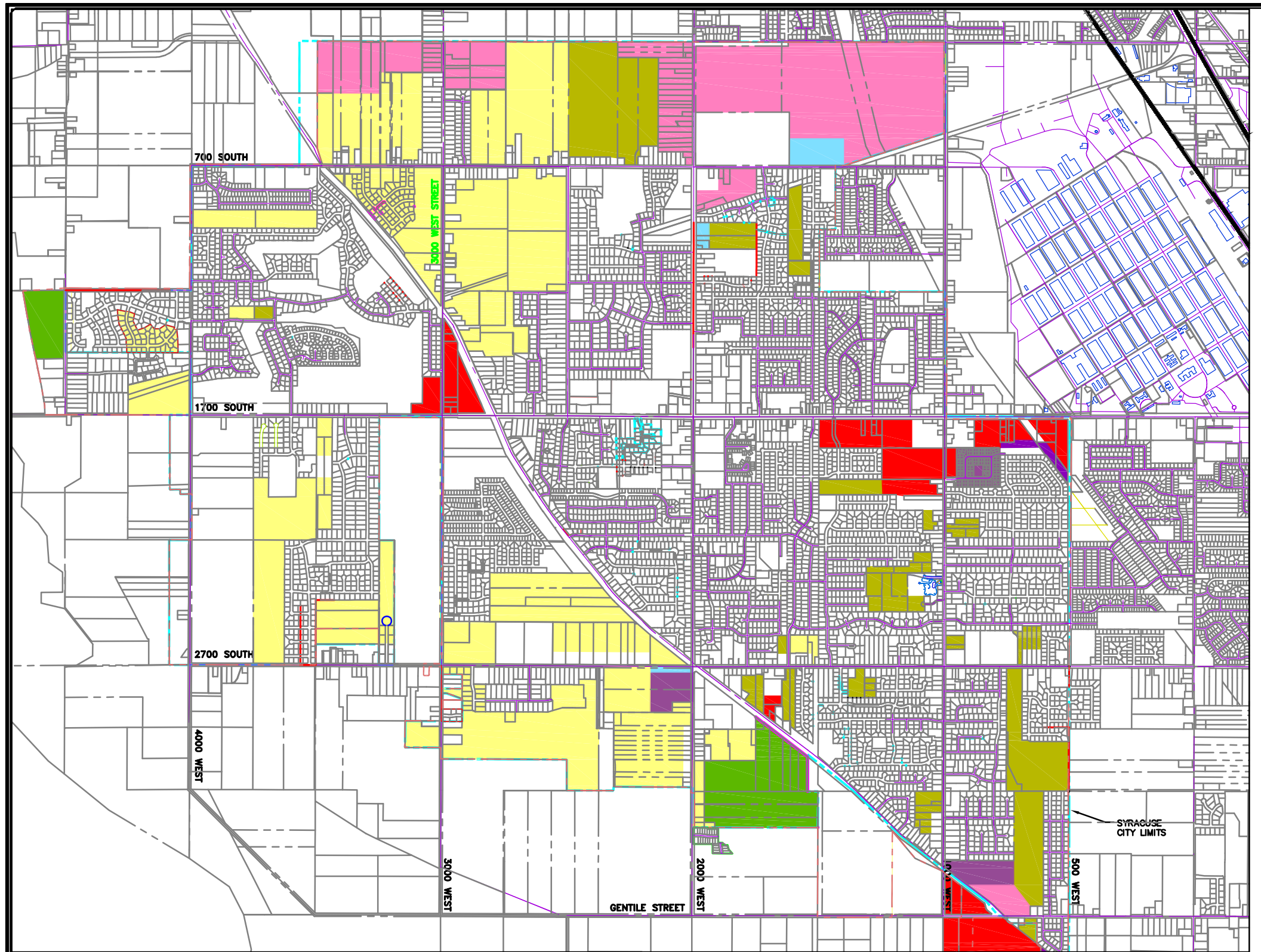
This report follows a planning period from 2008 to 2030. Development is expected to continue in Syracuse as there is available undeveloped land, and as the City annexes smaller pieces of property around the Syracuse border. It is expected that the City will reach build-out by the year 2030. At this time all facilities will be in place and there will be negligible new growth.

PLANNING AREA

Syracuse has a significant amount of developable land to sustain substantial growth for many years to come. Currently, approximately 2,092 acres out of a total of 5,979 total acres within the City limits, or 34%, are still developable. In addition to the undeveloped land within the City, there is approximately 594 acres of undeveloped County land adjacent to the City that is not considered part of this study. If the County land is developed in the future, these areas will be annexed into the City and benefit from City improvements and utilities such as the parks and recreation system. As land is annexed, the Parks and Recreation Master Plan and Capitol Facility plans will require updating. The location and quantity of undeveloped land within and around Syracuse City is shown in Figure 1.

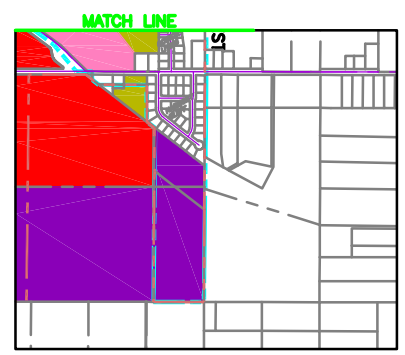
Figure 1 separates the undeveloped land by the Master Planned zoning classifications, and land that is zoned for commercial and industrial use. Approximately 29% of the developable area is planned to be commercial/industrial, and 71% will be residential uses. Using the standard dwelling densities for each zone, the 1,488 acres of developable residential land and the approved lots which do not have connections yet will support the construction of 4,315 additional residences.

FIGURE 1
SYRACUSE CITY
FUTURE DEVLOPMENT AREAS.



SCALE: 1"= 1000'

- A-1 AGRICULTURE 111.06 ACRES
- R-1 (2.90 DWELLINGS PER NET ACRE) 959.34 ACRES
- R-2 (3.79 DWELLINGS PER NET ACRE) 293.44 ACRES
- PRD (8.0 DWELLINGS PER NET ACRE) 48.20 ACRES
- PROFESSIONAL OFFICE 20.65 ACRES
- C-1 COMMERCIAL 1 183.20 ACRES
- C-2 COMMERCIAL 2 385.32 ACRES
- I-1 INDUSTRIAL 91.58 ACRES



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0 1"

BAR SCALE MEASURES 1" ON A FULL SIZE SHEET. ADJUST ACCORDINGLY FOR A HALF SIZE SHEET.

REVISION			
NO	DATE	REV. BY	ISSUE

Syracuse City
1787 SOUTH 2000 WEST
SYRACUSE, UT 84075
(801) 825-1477

FIGURE 1

FUTURE DEVELOPMENT AREAS

REQUIRED CAPITAL FACILITY IMPROVEMENTS 2008

DESIGNER	CAD
DIO	DKD
REVIEWED	PROJECT NO
	06-SY-220

SHEET 1 OF 1

N:\PROJ\9806-Syracuse\06-SY-218 2006 PARKS IMPACT FEE STUDY\dwg\FIGURE 1 FUTURE AREAS.dwg, 2/9/2009 4:26:41 PM, jeremy

POPULATION GROWTH PROJECTIONS

The Wasatch Front Regional Council (WFRC) projects continued population growth for municipalities along the Wasatch Front, including Syracuse City. The WFRC has projected Syracuse City to be one of the fastest growing Cities in Davis County over the next ten (10) to twenty (20) years. A population projection completed for the *Syracuse City Secondary Water Impact Fee Analysis*, Lewis Young and Associates, 2006, shows continued rapid growth for the next three (3) to twelve (12) years, after which the City's growth rate will slow. For planning purposes the two studies mentioned above will be used for this study purpose. Due to recent changes in the economy, growth is anticipated to be at a minimum for the next year. After that it is expected to increase slightly but remain at a lower, constant growth rate.

TABLE 2
Projected Population, 2010 to 2030

Item	2010	2015	2020	2025	2030
Population	25,967	30,389	35,229	38,896	40,880
Growth Rate	3%	4%	3%	2%	1.0%

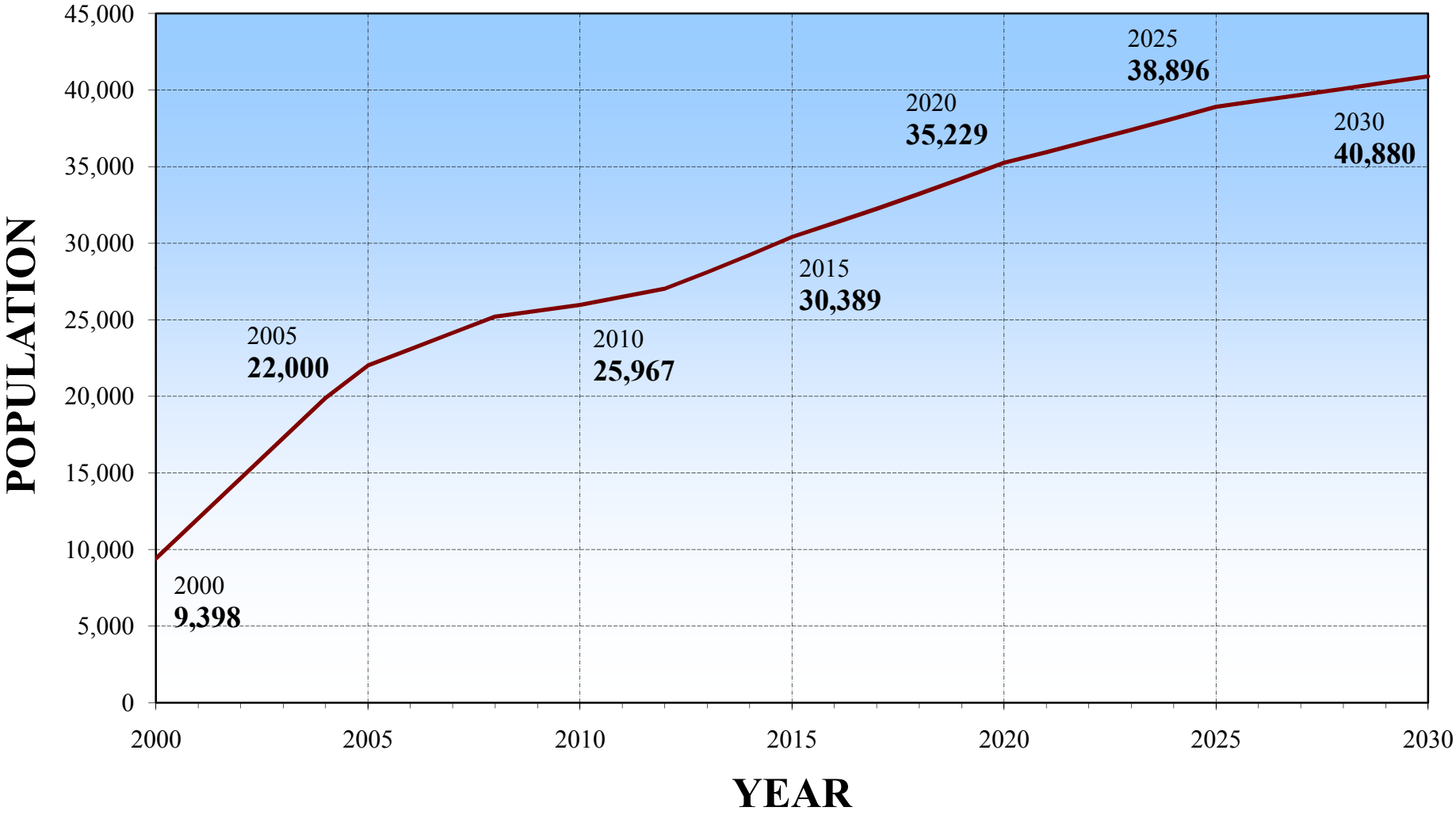
The population is expected to continue to grow at rate of one and a half percent (1.5%) for the next three years from 2009 to 2012. During 2012 to 2015 and 2016 to 2020, the growth is expected to increase to a rate of four percent (4%) and three percent (3%) respectively. A rate of two percent (2%) is assumed from the year 2021 through 2025 and thereafter a rate of one percent (1%) is used.

Table 3 below shows the projected household and population growth used in this plan. The City's population growth from 2000 to present and the projected growth through 2030 are also shown in Figure 2. According to these projections, approximately 4,315 new residential structures will be built during the planning period.

TABLE 3
Projected Population, 2008 to 2030

Item	2008	2009	2010	2011	2012	2013	2014	2015	2020	2025	2030
Growth Rate	1.5%	1.5%	1.5%	2%	2%	4%	4%	4%	3%	2%	1%
New Connections	**276**	**97**	**99**	**134**	**137**	**279**	**290**	**301**	**1,247**	**945**	**511**
Connections	6,496	6,594	6,692	6,826	6,963	7,241	7,531	7,832	9,080	10,025	10,536
Population	25,205	25,583	25,967	26,486	27,016	28,097	29,220	30,389	35,229	38,896	40,880

FIGURE 2 - SYRACUSE CITY'S HISTORICAL AND PROJECTED POPULATION



PARK TYPES

Syracuse City currently owns 262 acres of park land. Of this, 171 acres have been developed. With a current population of 25,205 residents and a park land requirement of 7.2 acres per 1,000 persons, the current requirements are that the City provides 183 acres of land. At the time that Syracuse reaches build out capacity, the population is expected to be 40,880. This will require a developed park system of 297 acres as shown in Table 4 below.

TABLE 4
Required Park Land

	Existing Conditions	Future Conditions
Population	25,205	40,880
Required Park Land (acres)	183	297
Developed Park Land (acres)	171	171
Deficit [-] / Surplus [+]	-12	-126

Syracuse City has reviewed national and current practice standards to establish the type of parks to be located within the City. As mentioned above, there are several different types of parks which are located in a community. These parks include pocket-parks, neighborhood parks, community parks, sport parks, trail systems and other dedicated open areas in the City. Table 5 shows the types of parks in the City and Figure 3 shows the location of the existing developed parks. A brief description of each of these parks follows.

Neighborhood Open Space

Neighborhood open spaces are designed to be small (less than 2 acres) open grassy areas within neighborhoods that do not have easy access to larger parks. These parks consist simply of a grassy area. There are no restrooms, playgrounds, or parking areas associated with these spaces. Often these areas can also serve as detention basins for subdivision storm water systems.

Pocket Park

Pocket parks are similar in size to neighborhood open spaces (less than 2 acres) but contain a small playground, tables, etc.

Neighborhood Park

Neighborhood parks are larger than pocket parks, typically 5 to 10 acres. The purpose of neighborhood parks is to serve the neighborhood recreational needs such as informal activities and passive recreation.

Community Park

Community Parks are typically larger then Neighborhood parks, 10 to 50 acres. Generally community parks will serve two or more neighborhoods. Community parks are sometimes used to preserve unique or historic areas and provide open space. These parks may contain a small number of formal sporting facilities.

Natural Resource Areas

Bluff trail- not included as "improved" space

Sports Complex

Sport complex parks are typically large open space areas, 50 acres or greater. These parks are designed to serve a large portion of the community and host the majority of formal sporting events.

Each park has its own use and serves a different purpose. The smaller parks serve smaller populations and are therefore typically a lower percentage of the overall parks within a system. Sports parks, community parks and neighborhood parks are larger to accommodate larger populations and it is standard to have a higher percentage of these parks.

TABLE 5
Existing Park Type

Park	Area	Open Space	< 5 Ac Pocket Park	5-10 Ac Neighborhood	10-50 Ac Community	Other	40-120 Ac Sports
Bluff Ridge	5.40	-	-	5.40	-	-	-
Canterbury	4.70	-	4.70	-	-	-	-
Canterbury North	2.20	-	2.20	-	-	-	-
Centennial	7.90	-	-	7.90	-	-	-
Founders	16.10	-	-	-	16.10	-	-
Fremont	30.30	-	-	-	30.30	-	-
Harvest Point	3.14	-	3.14	-	-	-	-
Jensen	22.48	-	-	-	22.48	-	-
Legacy	7.20	-	-	7.20	-	-	-
Linda Vista	6.20	-	-	6.20	-	-	-
Ranchettes	4.30	-	4.30	-	-	-	-
Rock Creek	7.50	-	-	7.50	-	-	-
Rodeo Grounds	6.63	-	-		-	6.63	-
Stoker	4.60	-	4.60	-	-	-	-
Trailside	6.20	-	-	6.20	-	-	-
Open Spaces (Detention Basins)	31.06	31.06					
Bluff Trail	5.29					5.29	
Total	**171.20**	31.06	18.94	40.40	68.88	11.92	-
% of Total	100%	18%	11%	24%	40%	7%	0%

*Open space includes detention basins with more than 0.5AF of storage

FIGURE 3

EXISTING PARKS MAP

NORTH

SCALE: 1" = 1000'

PARK LOCATIONS

- ROCK CREEK PARK 7.5 ACRES
- LEGACY PARK 7.2 ACRES
- RANCHETTS PARK 4.3 ACRES
- FREEMONT PARK 30.3 ACRES
- CANTERBURY NORTH PARK 2.2 ACRES
- CANTERBURY PARK 4.7 ACRES
- FOUNDERS PARK 16.1 ACRES
- CENTENIAL PARK 7.9 ACRES
- TRAILSIDE PARK 6.2 ACRES
- LINDA VISTA PARK 6.2 ACRES
- STOKER PARK 4.6 ACRES
- SYRACUSE CITY CEMETERY 7.7 ACRES
- BLUFF RIDGE PARK 5.4 ACRES
- JENSEN PARK 22.48 ACRES
- HARVEST POINT PARK 3.14 ACRES
- RODEO GROUNDS 6.63 ACRES

- SCHOOL PROPERTIES 106.50 ACRES
- PRIVATE GOLF COURSES 169.97 ACRES
- CHURCH PROPERTY BALL FIELDS 6.63 ACRES

700 S
1200 S
1700 S
2700 S
3700 S GENTILE STREET
4500 W
4000 W
3000 W
2500 W
2000 W
1000 W
BLUFF ROAD

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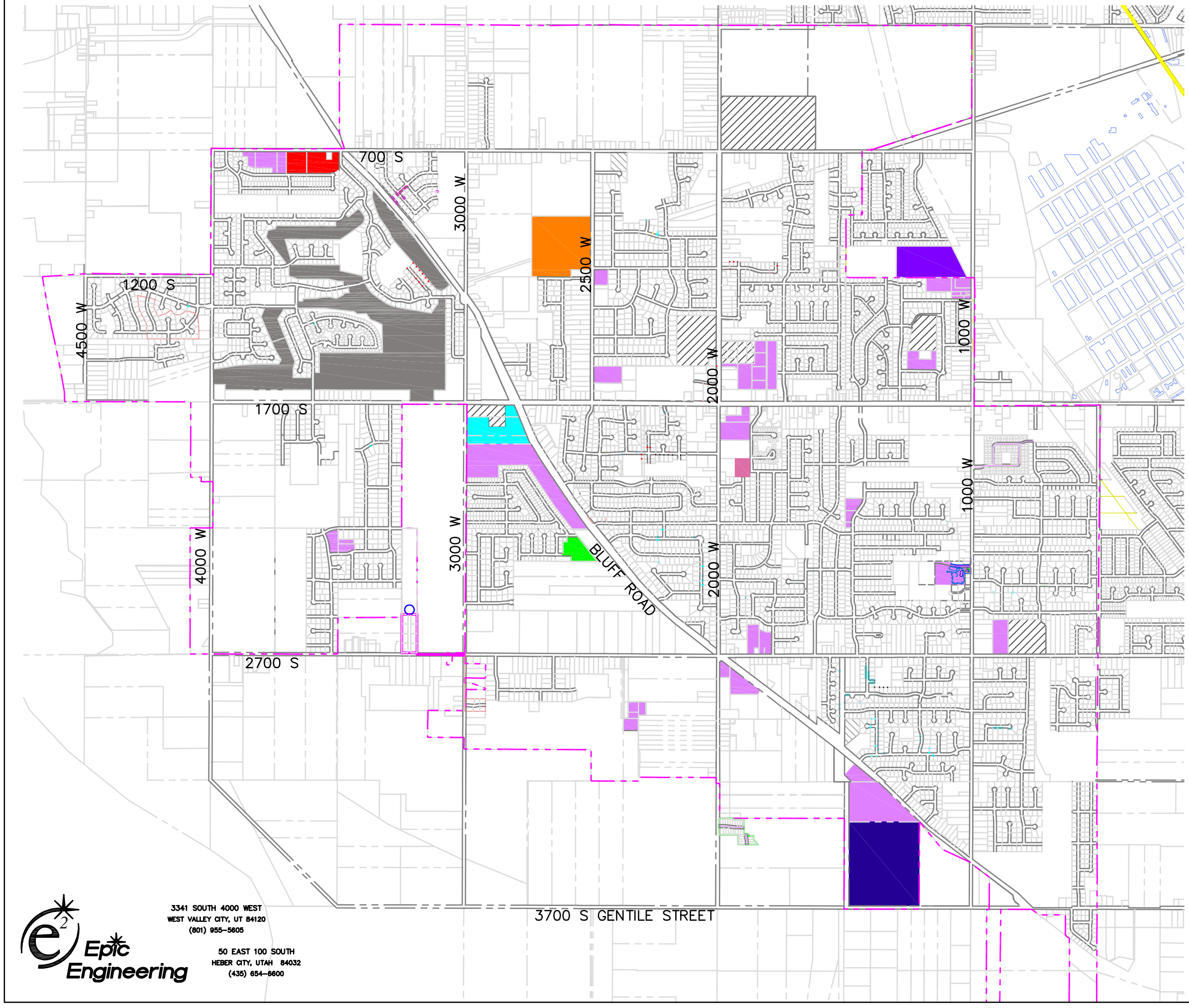
As the City increases in size, the need for the Sports Complexes and Community parks will increase. City Staff has reviewed the type of parks that are located in the City and has planned for the addition of several large sports parks. With the improvements, the largest park areas will be the community parks and the sports complexes. The new parks and future parks are shown in Table 6 and Figure 4.

TABLE 6
Future Park Type – Established Level of Service

Park	Area	Open Space	< 5 Ac Pocket Park	5-10 Ac Neighborhood	10-50 Ac Community	Other	40-120 Ac Sports
2500 West (Land Req.)	34.71				**34.71**		
Bluff Ridge	5.40			5.40			
Canterbury	4.70		4.70				
Canterbury North	2.20		2.20				
Centennial	10.60				**10.60**		
Founders	16.10				16.10		
Fremont	44.20				**13.90**		30.30
Harvest Point	3.14		3.14				
Jensen	82.28				22.48		**59.80**
Legacy	7.20			7.20			
Linda Vista	6.20			6.20			
Outwest	5.45			**5.45**			
Ranchetts	4.30		4.30				
Rock Creek	18.70				18.70		
Rodeo Grounds	6.63					6.63	
Stoker	4.60		4.60				
Trailside	6.20			6.20			
Open Spaces	31.06	31.06					
Bluff Trail	5.29					5.29	
Total	**298.96**	31.06	18.94	30.45	116.49	11.92	90.10
% of Total	100%	10%	6%	10%	39%	4%	30%

FIGURE 4

NEW PARK MAP



- CENTENIAL PARK 2.7 ACRES
- ROCK CREEK PARK 11.2 ACRES
- FREEMONT PARK 13.9 ACRES
- JENSEN PARK 59.8 ACRES
- 2500 WEST PARK 34.71 ACRES
- OUTWEST PARK 5.45 ACRES
- FUTURE CEMETARY 19.64 ACRES
- EXISTING PARK 141.39 ACRES
- SCHOOL PROPERTIES 106.50 ACRES
- PRIVATE GOLF COURSE 169.97 ACRES
- CHURCH PROPERTY BALL FIELD 6.23 ACRES

NORTH

SCALE: 1" = 1000'

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LEVEL OF SERVICE

In the 2009 Parks Purchase Impact Fee Analysis, it was established that the level of service to be provided to the City was 7.2 acres of developed parks per 1,000 persons. This level of service was established based on the type of amenities required and the amount of land that is needed for these facilities. A list of required amenities was provided to cover the cost to improve the land. As has been shown above, the majority of the land to be developed will be in the sports complex and community park lands. There are minor amenities such as tables, benches, signs, grass, and trees that are common to all parks, while there are specific improvements required for the larger sports complex and community parks. The 2009 report will evaluate the minor amenities and the sports complex amenities as separate items.

MINOR AMENITIES

While not all parks will have the exact same amenities, there are basic elements associated with each park. Table 7 shows the basic elements associated with each park.

TABLE 7
Minor Amenities per Park Type

	Simple Open Space	Pocket Park	Neighborhood Park	Community Park	Sports Complex
Playground Equipment (ea)		1	1	2	2
Picnic Table (ea)	1	1	6	12	30
Bench (ea)	2	4	12	24	30
BBQ (ea)		1	6	12	30
Drinking Fountain (ea)		1	2	4	6
Bowery (ea)			1	3	10
Restroom (ea)		1	1	1	2
Deciduous Trees (ea)	5	5	30	60	100
Evergreen Trees (ea)	5	5	30	60	100
Grass & Sprinkler System (sf)	124,146	124,146	348,480	871,200	1,916,640
3' Asphalt Sidewalk (lf)		930	1,860	5,580	18,600
5' Sidewalk (lf)		240	480	1,440	1,000
Curb & Gutter (lf)		65	653	1,634	3,594
Asphalt Parking (sf)		6,534	65,340	163,350	359,370
Lights (ea)	1	1	4	10	20
Typical Size (acres)	3	3	10	25	55

*i.e. - (ea) each, (lf) length feet, (sf) square feet

MAJOR AMENITIES

The major amenities are based on the population size served by the facility, and are typically related to the activity portion of the park or land use, and not to the acres of land developed. Evaluating the major amenities separately also provides flexibility in distributing the cost to provide the necessary facilities. Table 8 below represents the sport amenities level of service for different cities in Utah, as well as the National Parks and Recreation Association (NPRA) and the values that have been selected for use by Syracuse City.

TABLE 8
Recommended Population per Facility

	NPRA	Salt Lake County	Riverton City	Syracuse City
Ball Diamonds	1,666		1,500	2,500
Soccer/Football Fields		5,000	5,000	5,000
Multi Use Fields	5,000		3,000	5,000
Recreation/ Aquatic Center	50,000	50,000	50,000	50,000
Informal Ball Fields		5,000	5,000	10,000
Tennis Courts	2,500	2,500	5,000	5,000
Basketball Courts	5,000	5,000	5,000	5,000
Volleyball	5,000	20,000	20,000	5,000
Urban Fishery	No data found			50,000
Miles of Nature Bike/Walking Path	No data found			

After establishing the population per facility, existing amenities were tabulated and compared to the number of facilities which are required per today's population. Improvements are identified within the existing network to remedy any deficiencies allowing the existing system to meet the standard level of service. These improvements become part of a parks master plan and are not part of the capital facilities list contained herein. Future improvements are identified as those that are required to meet the needs of new growth. The existing facilities and the recommended facilities for 2009 and 2030 are shown in Table 9. The recreation/aquatic center is shown as part of the list but will not be paid for out of impact fee monies as it would serve both a large portion of existing residents and a large number of non-residents.

TABLE 9
Recommended Amenities per Current and Future Population

	Syracuse Existing Facilities	2009 Recommended	Current Surplus /(Deficit)	2030 Recommended (buildout)	Future Surplus/ (Deficit)
Ball Diamonds	5	10	**-5**	16	**-11**
Soccer/Football Fields	3	5	**-2**	8	**-5**
Multi-use Fields	4	5	**-1**	8	**-4**
Recreation/Aquatic Centers	0	1	**-1**	1	**-1**
Informal Ball Fields	4	3	1	4	0
Tennis Courts	6	5	1	8	**-2**
Basketball Courts	4	5	**-1**	8	**-4**
Volleyball	8	5	3	8	0
Urban Fishery	1	0	1	1	0

IMPROVEMENT COSTS

MINOR AMENITIES

Future park types show that the City has sufficient smaller parks but it is lacking in the larger sports complex parks. All growth in the minor amenities will occur within the Neighborhood, Community and Sports parks. As was shown in Table 4, 126 acres of park land will need to be developed to meet the build out requirement of park land but new development is only responsible for 114 acres of new park development.

The minor amenities cost is determined by assigning costs to the improvements as shown in Table 7 for that typical park. The total cost to develop a typical community, sports, neighborhood or other type of park is taken and is divided by the associated acreage with that park, thus giving a cost per acre for that park type. Once a cost per acre was established for each park type, a total cost for the parks to be developed in Syracuse can be calculated. The total cost for minor amenities improvements is then divided by the total area to be developed to come up with a cost per acre. The cost per acre is calculated from Table 10 and Table 11. A total cost of **$7,431,914.00** is required to construct the minor amenities required for the 114 acres of land to be developed.

TABLE 10
Minor Amenities Cost per Park Type

	Unit Cost	Simple Open Space	Mini Park	Neighborhood Park	Community Park	Sports Complex
Playground Equipment (ea)	$23,120.00		1	1	2	2
Picnic Table (ea)	$580.00	1	1	6	12	30
Bench (ea)	$350.00	2	4	12	24	30
BBQ (ea)	$350.00		1	6	12	30
Drinking Fountain (ea)	$810.00		1	2	4	6
Bowery (ea)	$40,000.00			1	3	10
Restroom (ea)	$50,000.00		1	1	1	2
Trees (ea)	$230.00	5	5	30	60	100
Pine Tree (ea)	$350.00	5	5	30	60	100
Grass & Sprinkler System (sf)	$0.60	124,146	124,146	348,480	871,200	1,916,640
3' Asphalt Sidewalk (lf)	$12.75		930	1,860	5,580	18,600
5' Sidewalk (lf)	$20.00		240	480	1,440	1,000
Curb & Gutter (lf)	$18.00		65	653	1,634	3,594
Asphalt Parking (sf)	$4.00		6,534	65,340	163,350	359,370
Lights (ea)	$2,500.00	1	1	4	10	20
Typical Size (acres)		3	3	10	25	55
Typical Cost per Park		$81,300	$200,100	$667,700	$1,605,000	$3,608,000
Typical cost per acre		$27,100	$66,700	$66,700	$64,200	$65,600

TABLE 11
Minor Amenities Cost per Park Type

	Simple Open Space	Mini Park	Neighborhood Park	Community Park	Sports Complex	Total
New Development [(1)]	0	0	4.41	36.67	72.92	**114**
Cost Per Acre [(2)]	$27,100	$66,700	$66,700	$64,200	$65,600	
Total Cost [(3)=(1)*(2)]	$0	$0	$294,198	$2,354,216	$4,783,500	**$7,431,914**
Avg Cost Per Acre	**$7,431,914 / 114 = $65,192**					

MAJOR AMENITIES

The major amenities required in the City to meet the established level of service are shown in Table 12 with their associated costs. The recreation center will not be paid for out of future impact fees as it is to serve a large amount of existing residents and residents not residing in the City.

TABLE 12
Major Amenities Cost

	Cost per Facility*	New Facilities	Total Cost
Ball Diamonds	$389,000	6	$2,334,000
Soccer/Football Fields	$275,000	3	$825,000
Multi Use Fields	$77,000	3	$231,000
Informal Ball Fields	$23,000	0	$0
Tennis Courts	$22,000	2	$44,000
Basketball Courts	$38,000	3	$114,000
Total			**$3,548,000**

* Cost per Facility less minor amenity cost

ANNUAL UPDATES

The Parks Purchasing Impact Fee will need to be updated and evaluated on average every five years. The cost to update the impact fee is approximately $30,000 per update

IMPROVEMENT COSTS SUMMARY

The costs of improvements to the Syracuse Parks System that will benefit future residents is the improvement of one hundred fourteen (114) acres of park including six (6) ball diamonds, three (3) soccer fields, three (3) multi use fields, two (2) tennis courts and three (3) basketball courts. The improvements are shown above in Table 10 and Table 12. Based on a build out date of 2030 the impact fee will need to be updated and evaluated on average every five years, for a total of four times. The total costs of these improvements are summarized in Table 13 below.

TABLE 13
Total Improvement Costs

	Cost
Minor Amenities Cost	**$7,431.914**
Major Amenities Cost	**$3,548,000**
Impact Fee Planning	**$120,000**
Total Improvement Costs	**$11,099,914**

EXISTING SYSTEM BUY-IN

Syracuse City has developed and improved several acres and miles of land for an urban fishery and for trails. The urban fishery is located at Jensen Park. This facility provides fishing, wetland preservation, walking paths, pavilions and grass areas for residents to use. Park Impact fee monies were used to pay for the improvement of the pond and the area surrounding this fishery. As all residents benefit from the use of this park and prior park impact fee monies were used to help pay for this park for all residents, a park system buy-in portion has been set aside for future residents to help pay for the cost of the park. The total cost spent for the fishery portion of the park was $2,345,850.78. Future growth is anticipated to be 38% of the total population of the City at build out as shown in Table 3 above. This results in a buy-in portion of **$889,326.01** for the fishery for the additional 38% population growth.

The trail system located within Syracuse is part of the Historic Immigration Trail system in Davis County. These trails are an essential part of the communities and add to the desirability of living in the City. The City has constructed approximately five (5) miles of trails in the past. The total cost spent for the those trails was $1,772,673.93. The future growth potion of 38% amounts to **$672,031.25**.

The total buy-in portion for new residents is $1,561,357.26 as shown in Table 14 below.

TABLE 14
Existing System Buy-In Costs

	Total Cost	Buy-In Cost
Urban Fishery at Jensen Park	**$2,345,870.78**	**$889,326.01**
Trail System	**$1,772,673.93**	**$672,031.25**
Total Buy-In Portion	**$4,118,524.71**	**$1,561,357.26**

RESOURCES

1. **Syracuse General Plan**, *Syracuse City General Plan Committee*, 2009.

2. **Syracuse Park Construction Impact Fee**, *Epic Engineering*, November 2001

3. **Syracuse City Park Impact Fee**, *Horrocks Engineers*, February 1997

4. **Secondary Water Distribution System, Impact Fee Analysis**, *Lewis, Young, Robertson & Burningham, Inc*, May 2006.

5. **Utah Impact Fees Act, Title 11, Chapter 35, Sections 1-5**, *Utah State Legislature*, July 1995.

6. **Park, Recreation, Open Space and Greenway Guidelines,** James D. Mertes, Ph.D., CLP and James R. Hall, CLP, December 1995

APPENDIX